AMENDMENTS TO THE CLAIMS

1.   (Withdrawn) A computer-based, multiplayer competition game device having a display

unit (70) and a player manipulator (71) for competing to decrease the physical strength of an

opponent character to a value equal to or lower than a predetermined final value, by displaying

one or more characters provided with a predetermined initial value of physical strength on said

display unit (70), sequentially carrying out an offensive against the opponent character based on

the player's operation and varying the physical strength value (72) of the attacked character based

on the type and value of said offensive, said game device comprising:

an offensive selector (73) for selecting the type and value of said offensive;

a physical strength value calculator (74) for calculating the change of the physical

strength value of the attacked character based on the offensive selected by said offensive selector

(73);

a physical strength value display controller (75) for displaying said calculated physical

strength value on a physical strength value display area (70a) of said display unit (70);

a winner/loser determinator (76) for determining the winner and loser of the game;

a character image display controller (77) for displaying the image of said characters on a

character image display area (70b) of said display unit (70); and

an offensive selection image display controller (78) for displaying the offensive selection

element image corresponding to the offensive selected by said offensive selector (73) on an

offensive selection image display area (70c) of said display unit (70), wherein

said offensive selection image display controller (78) comprises:

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a storage(78a) for storing a plurality of sets of offensive selection element images

at least whose offensive type is distinguishable together with their arrangement; and

an offensive selection display controller (78b) for displaying a predetermined

number of virtual reels in their varying state on an offensive selection image display area using a

predetermined number of sets among the plurality of sets of offensive selection element images

stored in said storage, and for displaying the virtual reels in their halted state based on the

selection by said offensive selector,

said physical strength value calculator (74) comprises a character data storage (80) for

storing a character property (79) and a physical strength value (72) in association with a

character, and calculates and stores the physical strength value of said attacked character using

said offensive value and a calculation formula corresponding to said character property (79) and

offensive type,

said winner/loser determinator (76) determines whether or not said physical strength

value (72) is equal to or lower than a predetermined final value and, if so, determines that the

corresponding character has been defeated, and

said character image display controller (77) comprises a character image storage (77a) for

storing the image of a character for each of the character properties and, with regard to the

character determined to be the loser by said winner/loser determinator (76), varies the image of

the character being displayed on the character image display area (70b).

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2.   (Withdrawn) The multiplayer competition game device according to claim 1, wherein

said character image display controller (77) varies, when a character on the offensive side is

carrying out an offensive, the image of the character according to the offensive type.

3.   (Withdrawn) The multiplayer competition game device according to claim 1, wherein

said character image display controller (77) varies, when a character on the offensive side is

carrying out an offensive, the image of the character according to the property of the character.

4.   (Withdrawn) The multiplayer competition game device according to claim 1, wherein

said character image display controller (77) varies, when the physical strength value of a

character receiving an offensive is decreasing, the image of the character.

5.   (Withdrawn) The multiplayer competition game device according to claim 1, wherein

said offensive selection element image includes a common image element recognizable by the

player for each offensive type and also a numeric value image element recognizable by the

player for each offensive value, and said offensive selection image display controller (78)

displays, according to the type and value of the offensive selected by said offensive selector (73),

the offensive selection element image including the corresponding common image element and

numeric value image element on said offensive selection image display area (70c) in its halted

state with a predetermined arrangement.

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6.   (Withdrawn) A game machine comprising:

a display unit having a plurality of display areas and capable of performing, as the game

starts, a varying state presentation which varies the presentation of the plurality of display areas

so that respective virtual reels of a group of reels consisting of a plurality of virtual reels having a

plurality of symbols provided thereon seem to be rotating, and a halted state presentation which

displays one or more of said symbols in their halted state on said plurality of display areas;

a storage unit for storing a plurality of lottery tables used for selecting a symbol to be

displayed in its halted state whenever a game is played, and data of virtual reels according to the

probability of winning a prize for each symbol type in each of the lottery tables; and

a selection unit for selecting one or more of said plurality of lottery tables, or one or more

of the corresponding virtual reels, wherein

said display unit displays the virtual reels corresponding to the lottery table selected by

said selection unit on respective display areas, and as the game proceeds, performs said varying

state presentation or said halted state presentation, according to the result of said lottery using

said lottery tables.

7.   (Withdrawn) A game machine comprising:

a display unit having a plurality of display areas and capable of performing, as the game

starts, a varying state presentation which varies the presentation of the plurality of display areas

so that respective virtual reels of a group of reels consisting of a plurality of virtual reels having a

plurality of symbols provided thereon seem to be rotating, and a halted state presentation which

displays one or more of said symbols in their halted state on said plurality of display areas;

a storage unit for storing data of virtual reels, the number of which exceeding that of the

virtual reels to be simultaneously used in a game;

a selection unit for selecting, from said stored virtual reels, a plurality of virtual reels

configuring a group of virtual reels to be used in the game;

a table generation unit for generating a corresponding lottery table according to said

plurality of selected virtual reels, wherein

said display unit performs said varying state presentation or said halted state presentation,

according to the result of said lottery using said lottery tables.

8.   (Withdrawn) The game machine according to claim 6, wherein

said storage unit further stores characters corresponding to said plurality of types of

lottery tables or said arranged virtual reels,

said selector selects one or more of said plurality of lottery tables, or one or more of the

corresponding virtual reels, based on the player's operation of selecting one or more of said

characters so that the symbol provided on said virtual reel is a symbol associated with the

corresponding character.

9.   (Withdrawn) A game program which causes a computer to read and convert a series of

processes into executable commands, said processes comprising:

a process using a plurality of display areas and capable of performing, as the game starts,

a varying state presentation which varies the presentation of the plurality of display areas so that

respective virtual reels of a group of reels consisting of a plurality of virtual reels having a

plurality of symbols provided thereon seem to be rotating, and a halted state presentation which

displays one or more of said symbols in their halted state on said plurality of display areas;

a process for storing a plurality of lottery tables used for selecting a symbol to be

displayed in its halted state whenever a game is played, and data of virtual reels according to the

realization probability for each prize-winning sequence in each of the lottery tables; and

a process for selecting one or more of said plurality of lottery tables, or one or more of

the corresponding virtual reels, wherein

said display process displays the virtual reels corresponding to the lottery table selected

by said selection unit on respective display areas, and as the game proceeds, performs said

varying state presentation or said halted state presentation, according to the result of said lottery

using said lottery tables.

10.   (Withdrawn) A game machine comprising:

a display unit having a plurality of display areas and capable of performing, as the game

starts, a varying state presentation which varies the presentation of the plurality of display areas

so that respective virtual reels of a group of reels consisting of a plurality of virtual reels having a

plurality of symbols provided thereon seem to be rotating, and a halted state presentation which

displays one or more of said symbols in their halted state on said plurality of display areas;

a storage unit for storing a lottery table used for selecting one or more of a plurality of

sequences represented by a combination of symbols to be displayed in their halted state on said

display areas whenever a game is played, and data of virtual reels according to the realization

probability for each prize-winning sequence in said lottery tables; and

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a dividend list data generation unit for generating dividend list data representing the

dividend for the realization of at least one of said sequences, wherein

said display unit displays the group of virtual reels corresponding to said lottery tables on

said respective display areas, and as the game proceeds, displays the dividend list on the screen

using said generated dividend data, as well as performing said varying state presentation or said

halted state presentation, according to the result of said lottery using said lottery tables.

11.   (Withdrawn) A game machine comprising:

a display unit having a plurality of display areas and capable of performing, as the game

starts, a varying state presentation which varies the presentation of the plurality of display areas

so that respective virtual reels of a group of reels consisting of a plurality of virtual reels having a

plurality of symbols provided thereon seem to be rotating, and a halted state presentation which

displays one or more of said symbols in their halted state on said plurality of display areas;

a storage unit for storing a plurality of types of lottery tables used for selecting one or

more of a plurality of sequences represented by a combination of symbols to be displayed in their

halted state on said display areas whenever a game is played, and data of virtual reels according

to the realization probability for each prize-winning sequence in each of the lottery tables;

a selection unit for selecting, upon the player's selecting operation, one or more of said

plurality of types of lottery tables; and

a dividend list data generation unit for generating dividend list data representing the

dividend for the realization of at least one of said sequences, wherein

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said display unit displays the group of virtual reels corresponding to said selected lottery

tables on said respective display areas, and as the game proceeds, displays the dividend list on

the screen using said generated dividend data, as well as performing said varying state

presentation or said halted state presentation, according to the result of the lottery using said

lottery tables.

12. (Withdrawn) The game machine according to claim 10, wherein

said storage unit stores data representing a payout rate, and

said dividend list data generation unit generates said dividend list data based on said data

representing the payout rate.

13. (Withdrawn) The game machine according to claim 10, wherein said display unit

performs, when at least one prize-winning sequence is realized, an image presentation as a

rendering specific to the sequence.

14. (Withdrawn) The game machine according to claim 10, for performing a multiplayer

competition game for competing to decrease the physical strength of an opponent character to a

value equal to or lower than a predetermined final value, by displaying one or more characters

provided with a predetermined initial value of physical strength on said display unit, carrying out

an offensive against the opponent character whenever one or more prize-winning sequences are

realized to decrease the physical strength value of the attacked character based on said prize-

winning sequences which are realized.

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15.   (Withdrawn) A game program which causes a computer to read and convert a series of

processes into executable commands, said processes comprising:

a process using a plurality of display areas and capable of performing, as the game starts,

a varying state presentation which varies the presentation of the plurality of display areas so that

respective virtual reels of a group of reels consisting of a plurality of virtual reels having a

plurality of symbols provided thereon seem to be rotating, and a halted state presentation which

displays one or more of said symbols in their halted state on said plurality of display areas;

a process for storing a plurality of lottery tables used for selecting one of more of a

plurality of sequences represented by a combination of symbols to be displayed in their halted

state on said display areas whenever a game is played, and data of a group of virtual reels

according to the probability of winning a prize for each sequence in said lottery tables;

a process for generating, based on said lottery tables, dividend list data representing the

dividend for the realization of at least one of said sequences;

a process for displaying the group of virtual reels corresponding to said lottery tables on

said respective display areas, and as the game proceeds, and performing said varying state

presentation or said halted state presentation, according to the result of said lottery using said

lottery tables; and

a process for displaying the dividend list on the screen using said generated dividend

data.

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16.   (Withdrawn) A game machine, the start of which is triggered by inputting a first numeric

data representing a redeemable value, comprising:

        a data input unit for accepting the input of said first numeric data, or a second numeric

value data representing a value determined said game;

        a main memory for storing said first numeric data, and capable of outputting said stored

first numeric data to the data input unit;

        a sub-memory for storing said second numeric data, and capable of outputting said stored

second numeric data to the data input unit; and

        a game performing unit for performing an ordinary game under a condition that said first

numeric data is input from said data input unit, or otherwise performing a special game under a

condition that said second numerical data is input from said data input unit.

17.   (Withdrawn) The game machine according to claim 16, wherein said second input

numeric data increases or decreases during performance of said special game.

18.   (Withdrawn) The game machine according to claim 16, wherein said game performing

unit outputs said second numeric data to said sub-memory if a predetermined condition is

satisfied at the end of said special game.

19.   (Withdrawn) The game machine according to claim 18 comprising:

        a display unit having a plurality of display areas and capable of performing, as the game

starts, a varying state presentation which varies the presentation of the plurality of display areas

so that respective virtual reels of a group of reels consisting of a plurality of virtual reels having a

plurality of symbols provided thereon seem to be rotating, and a halted state presentation which

displays one or more of said symbols in their halted state on said plurality of display areas; and

a lottery device for performing a lottery using a plurality of lottery tables for selecting

one of more of a plurality of sequences represented by a combination of symbols to be displayed

in their halted state on said display areas whenever a game is played, wherein

said display unit displays the virtual reels corresponding to said lottery tables on said

respective display areas, and as the game proceeds, performs said varying state presentation or

said halted state presentation, according to the result of the lottery using said lottery tables, and

said game performing unit outputs said first numeric data to said main memory as a prize

if at least one of said sequences is realized.

20.   (Withdrawn) The game machine according to claim 19, wherein said special game is a

multiplayer competition game for competing to decrease the physical strength of an opponent

character to a value equal to or lower than a predetermined final value, by displaying one or

more characters provided with a predetermined initial value of physical strength on said display

unit, carrying out an offensive against the opponent character whenever one or more sequences

win a prize, and decreasing the physical strength value of the attacked character based on the

type of said prize-winning sequence,

said game machine comprising a communication interface for transmitting and receiving

data to and from another game machine or server device,

said sub-memory storing data representing said character,

said game performing unit generates, and outputs to the sub-memory, data corresponding

to the data representing the opponent character if a predetermined condition is satisfied at the end

of the multiplayer competition game.

21.   (Withdrawn) The game machine according to claim 16, wherein the condition for

performing said special game is such that said second numeric data which is equal to or higher

than a predetermined value must be stored in said sub-memory.

22.   (Withdrawn) A game program, with the start of the game being triggered by inputting a

first numeric data representing a redeemable value, which causes a computer to read and convert

a series of processes into executable commands, said processes comprising:

        a process for accepting, at a data input unit, the input of said first numeric data, or a

second numeric data representing a value determined said game;

        a process for storing, in a main memory, said input first numeric data,

        a process for outputting, from said main memory, said first numeric data, then decreasing

the numeric data by a quantity corresponding to said first numeric data which has been output

from said main memory, and

        a process for performing an ordinary game under a condition that said first numeric data

is input from said data input unit, or otherwise performing a special game under a condition that

said second numeric data is input from said data input unit.

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23.   (Currently amended) A game machine comprising a plurality of client devices and a

server device which transmits and receives data to and from each of said client devices, and

performing a multiplayer competition game in which a plurality of players compete for

characters, wherein

each of said client devices comprises:

an operation unit with which a player performs input operation of signals; and

a display unit for displaying the situation of the game;

said server device comprises:

a storage unit for storing, in each of said client devices, data representing a

plurality of types of characters, each of which has been input by each of said client devices and

provided with a different property and ~~its~~ a remaining number of times available for use of said

characters in formation of a party;

an extraction unit for extracting, triggered by the player's selecting operation at

each of said client devices, data representing a predetermined number of characters and their

remaining number of times available from the data representing said plurality of types of

characters and their remaining number of times available;

a party formation unit for generating, for each of said client devices, data

representing a party consisting of each of said characters, by combining the data representing

said extracted characters and their remaining number of times available; and

a game performing unit for performing a multiplayer competition game in which

an offensive of one party causes a total physical strength value of the other party to become a

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value equal to or lower than a predetermined value and thereby determines a winner and a loser

at a plurality of client devices, using said data representing said formed party,

wherein said game performing unit transfers the data which is stored in association with

said client device of a side defeated in said competition and which represents ~~the data~~

~~representing~~ any one of the characters configuring said party ~~which is defeated in said~~

~~competition is added~~, together with a predetermined remaining number of times available, ~~to~~ and

stores said data and said predetermined remaining number of times available in association with

said client device of the side which wins said competition.

24.   (Currently amended) A game machine which performs a multiplayer competition game in

which a plurality of players compete each other for capturing characters, comprising:

a communication interface for transmitting and receiving data to and from another game

machine or server device,

an operation unit with which a player performs input operation of signals; and

a display unit for displaying the situation of the game;

a storage unit for storing data representing a plurality of types of characters, each

provided with a different property, and ~~their~~ a remaining numbers of times available for use of

said characters in formation of a party;

an extraction unit for extracting, triggered by the player's selecting operation, data

representing a predetermined number of characters and their remaining number of times

available from the data representing said plurality of types of characters and their remaining

number of times available;

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a party formation unit for generating data representing a party consisting of each of said

characters, by combining the data representing said extracted characters and their remaining

number of times available; and

a game performing unit for performing a multiplayer competition game in which an

offensive of one party causes a total physical strength value of the other party to become a value

equal to or lower than a predetermined value and thereby determines a winner and a loser, using

said data representing said formed party, and data representing the party input from said another

game machine, wherein

when, as a result of said competition, said another game machine or server device is

defeated in the game, said game performing unit transfers the data representing any one of the

characters configuring said party of stored in said another game machine or server device which

is defeated in said competition is added, together with a predetermined remaining number of

times available, and stores said data and said predetermined remaining number of times available

in said storage unit.

25.   (Original) The game machine according to claim 23, wherein the remaining number of

times available of the character configuring said party is decreased by a certain number if it is

defeated in said competition, whereas the character and its remaining number of times available

added to the side which won said competition is approximately equal to said decreased number

of times available of the character.

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26.   (Original) The game machine according to claim 23, wherein the data representing any one of the characters configuring said party is deleted upon losing said competition, whereas the character and its remaining number of times available added to the side which won said competition are approximately equal to said deleted character.

27.   (Original) The game machine according to claim 23, wherein said party formation unit newly generates, when performing the next game, data representing said party, using the data representing said character and its remaining number of times available.

28.   (Original) The game machine according to claim 23, wherein said extraction unit disables, at the next and subsequent games, extraction of at least one of the data representing the character and its remaining number of times available, which together compose the data representing the party used when performing said game.

29.   (Original) The game machine according to claim 23, wherein

said storage unit stores a plurality of types of tables including data representing a plurality of types of characters, each of which is provided with a different property, and data of a plurality of types of symbols which are determined in association with the data representing each of said characters and can be displayed on said display areas,

said party formation unit associates, for each of display areas, said data representing said characters,

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said display unit reads said table corresponding to the data representing said characters, and performs, on said display areas associated with the data representing said characters, a varying state presentation in which a plurality of symbols having been in their halted state on a plurality of display areas are constantly varied into a variety of symbols and displayed, and a halted state presentation in which said symbols being presented in the varying state are halted again and displayed on each of said display areas.

30.   (Currently amended) A game program for making a communicable game machine perform performing a multiplayer competition game in which a plurality of players compete for characters, and causes a computer to read and convert a series of processes into executable commands, said processes comprising:

a process for transmitting and receiving data to and from another game machine or server device,

a process for inputting signals based on the player's input operation;

a process for displaying the situation of the game;

a process for storing data representing a plurality of types of characters, each provided with a different property, and their a remaining numbers of times available for use of said characters in formation of a party;

a process for extracting, triggered by the player's selecting operation, data representing a predetermined number of characters and their remaining number of times available from the data representing said plurality of types of characters and their remaining number of times available;

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a process for generating data representing a party consisting of each of said characters, by combining the data representing said extracted characters and their remaining number of times available;

a process for performing a multiplayer competition game in which an offensive of one party causes a total physical strength value of the other party to become a value equal to or lower than a predetermined value and thereby determines a winner and a loser, using said data representing said formed party, and data representing the party input from said another game machine, and

a process for transferringadding, if, as a result of said competitiongame being performed, said another game machine or server device is defeated in the game, the data representing any one of the characters configuring said party ofstored in said another game machine or server device which loses the competition, together with a predetermined remaining number of times available and storing said data and said predetermined remaining number of times available in said game machine.